T•HQ, Inc.
TOY HEADQUARTERS

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HOME ALONE™

Instruction Booklet

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SUPER NINTENDO

Introduction

Thank you for purchasing **HOME ALONe**™ for the new SUPER Nintendo Entertainment System. We hope you enjoy the adventures of Kevin McCallister as he tries to outwit Harry, Marv and their new Wet Bandit recruits. The entire McCallister family fortune is at stake in this wild treasure hunt filled with tricks, traps and piles of loot!

It seems Marv and Harry are out for revenge against the kid that sent them to the slammer. Kevin has to dodge them and their wicked pals in an effort to secure his family's treasures. Race through the McCallister mansion and grab everything that isn't nailed down before the Wet Bandits beat you to it! But be careful — a nightmare or two are waiting for you in the basement if you dare enter it . . .

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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LICENSED BY
Nintendo

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The HOME ALONE™ Story

Harry and Marv, the bumbling "Wet Bandits," have paid their debt to society and are now ready to get revenge on the youngster that caused them their humiliating defeat — Kevin McCallister. They have arranged for Kevin's family to be out of the house when they come calling again, leaving him home alone for their rematch. This time, the sneaky thieves have beefed up their gang with robbers and crooks that are more than eager to help themselves to the McCallister valuables. Only the resourceful Kevin stands between the new Wet Bandit gang and his family's fortune!

Controlling Kevin

Control Pad Functions:

Left and Right-- Makes Kevin run in those directions.

Up-- Opens the following items when Kevin is in contact with them: doors, chests of drawers, boxes, cabinets, etc. Use this to uncover hidden valuables. It may be necessary to jump while pressing **Up** to locate hidden objects.

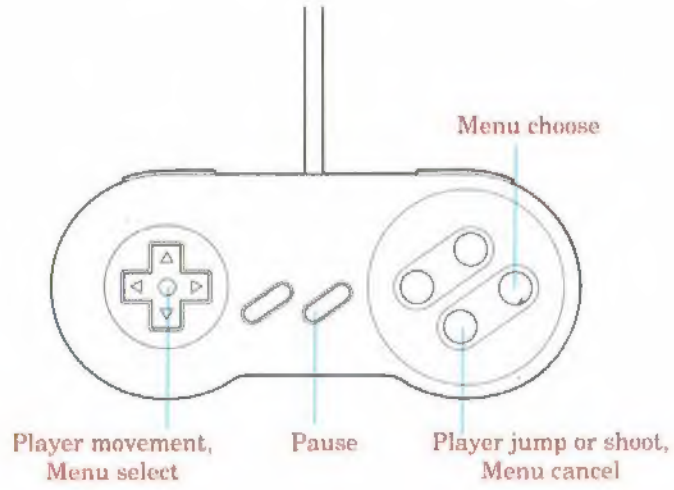
Down-- Makes Kevin duck down or set down if bouncing on a couch or bed.

A Button-- Use to make Kevin jump. Also use to move quickly past the text screens.

B Button-- To fire weapon.

Y Button-- To choose weapons.

Start Button-- To start game/ To pause game. Also moves you quickly past the text screens.



The Play of the Game

Kevin's objective is to collect his family's valuables, thereby thwarting the Wet Bandit Gang. To do so, he runs throughout the various rooms and halls searching for the items. The gigantic house is divided into four wings, each with two floors and its own set of treasures and traps.

THE STATUS ITEMS — Four illustrations are shown at the top of the screen. From left to right they are:

Pizza: Displays the number of pizza slices that have been collected. Every completed pizza gives Kevin an extra life.

Weapon: Displays the weapon Kevin is armed with and the number of available shots.

Items Needed (Vault): This is the minimum number of valuables that Kevin must collect to complete the level. Once this number reaches "0", the player may proceed to the basement section to secure the valuables within the vault. This is indicated by a key appearing in front of the locked basement door. If you collect more than the minimum number of items, you will earn bonus points!

Items Collected (Backpack): Displays the number of valuables Kevin is currently carrying. This number flashes when it reaches the maximum level. Kevin cannot add to this number until he deposits the collected amount down a laundry chute to a pile in the basement. Position Kevin in front of the chute and press Up. Laundry chutes are located in the hallways throughout the house.

OTHER INFORMATION — Located to the left of the Status Items are the score, the number of lives, and how many hits Kevin has taken. After taking three hits worth of damage, one life is lost. When all lives are lost, the game is over.

The McCallister Home

Each wing within Kevin's house has a different set of valuables. Some items can be found in the open, but the majority have been stashed inside desks, cabinets and other objects. Experiment by opening all drawers and by jumping in front of and on top of furniture, appliances and objects attached to or hanging on the walls.

Each time Kevin completes a level, he must face his nightmares in the basement. As with the above levels, the monsters in the basement are different for each encounter.

Power-Ups

The following items are found throughout the household and offer special bonuses to the player:

Slice of Pizza: Collect eight pieces for an extra life.

Cookie: Regain one hit.

Pizza Box: Gain one extra life.

After-Shave: Temporary invulnerability to all enemies!

WEAPONS

The following items are listed from weakest to strongest attack potential:

Water Pistol: Has unlimited shots and fires quickly.

Slingshot: 10 shots for each slingshot collected.

Baseball: One throw per ball. Makes Harry double over with one shot.

BB Rifle: 15 shots per rifle. It takes more shots to stop Harry, but he'll be doubled over for a longer period of time.

Special Note: If a projectile bounces off a burglar, Kevin can recapture it for his inventory. That means he won't lose that shot!

Enemy Characters

There are three basic burglars encountered throughout the game. Each react differently to Kevin's presence:

The **"Light-Fingered" Mobsters** don't chase after Kevin, but will run off with any uncovered valuables (*if Kevin doesn't get it first*). They wear black suits.

Marv will chase after Kevin and make off with valuables.

Harry will only come after Kevin and ignore valuables.

And be on the lookout for some other particularly tricky goons that have hooked up with this crew!

Experiment with the weapons to see how many shots are required to vanquish each enemy.

Special Note: a useful strategy is to shoot until the crook doubles over, then for a short time it will be safe to jump over him if he's not too big to hurdle!

Tricks, Traps and Puzzles

A variety of booby traps have been set in every part of the McCallister house. Kevin has the option to lure the criminals into the devices, temporarily eliminating them from a particular location. Some of the traps include:

Banana Peel- Knock it off the shelf and entice a crook toward you so he slips and falls off the screen.

Falling Objects- These can be timed to fall on the unsuspecting goons. Items include paint cans and irons.

Floor Obstacles- Toy cars and scattered thumbtacks make imposing barriers for the bad guys.

Kevin cannot be hurt by the traps that he activates, but the Floor Obstacles will harm him. Some traps have a puzzle-like quality to them that require the player to solve.

Special Note: Use the enemy character's pattern of movement to determine the best way to ensnare him.

The Final Confrontation

Once the house has been cleared of the marauding bandits, Kevin must enter the basement for a final time. Waiting below will be the last nightmare Kevin has to face! If Kevin is successful in overcoming his worst fears, he will be reunited with his parents and family!

Credits

Developed by Imagineering Inc.
Glen Rock, NJ

Concept and Design
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Mark Van Hecke

Home Alone Theme
John Williams

Special Thanks
Frank Covitz
Mike Pierone
Ross Toro
Roger Booth
Henry C. Will IV

Audio Engineering
Bitmasters

FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the Super NES away from the receiver
- Plug the Super NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20401, Stock No. 004-000-00345-4.

ADVISORY

READ BEFORE USING YOUR SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and /or convulsions.